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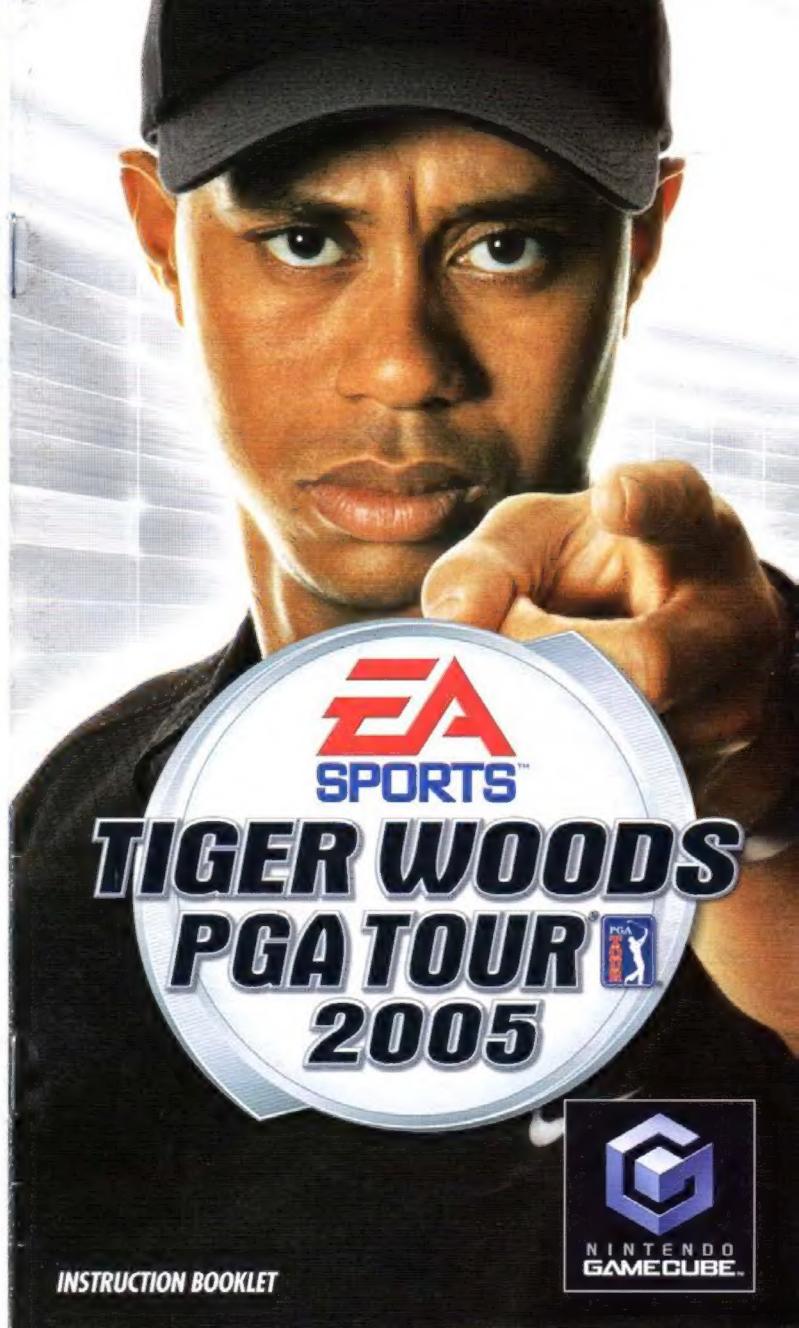


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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1-4 Player
Simultaneous

THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.



Memory
Card

THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



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GETTING STARTED

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert *Tiger Woods PGA TOUR 2005* Game Disc 1 into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *Tiger Woods PGA TOUR 2005* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Tiger Woods PGA TOUR 2005* title screen, press **START/PAUSE** to advance to the Main menu.

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For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	•Control Pad or Control Stick ▲
Change highlighted item	•Control Pad or Control Stick ⇄
Select/Go to next screen	A Button
Cancel/Return to previous screen	Y Button

COMPLETE CONTROLS

Master these five simple steps and you'll be well on your way to becoming a legend on the links.

STEP 1: SET UP THE DRIVE



NEW BALL IN STANCE (BALL POSITION)

Where you stand in relation to the ball while swinging allows you to fine tune every shot. Press the R Button + the Z Button to adjust your positioning. Greater trajectory and less roll are achieved with a forward stance, while moving back results in lower trajectory and more roll.

STEP 2: SWING

Push the Control Stick straight back to begin your backswing—the closer you get to the peak of your backswing, the closer your swing will be to 100% power.



Push the Control Stick ↑ to downswing



Push the Control Stick back diagonally then up in an opposite straight line to draw or fade the shot.

Ball hooks right



Ball hooks left



STEP 3: CONTROL THE BALL IN-FLIGHT

Watch a replay of the shot



Increase the speed of the shot

Press the Z Button while moving the Control Stick or C Stick in the direction you want to put spin on the ball—the more times you press, the more spin you'll achieve. You cannot spin the ball out of the rough or sand when playing under TOUR Difficulty (see p. 7).



Use a mulligan if ON

STEP 4: SHORT GAME

To stay in the hunt consistently, you'll need to work on your short game.

USING IRONS AND WEDGES

Pull out an iron when you need precision more than power. Be sure to shorten your backswing if the club's potential power is more than the distance of the shot. For example, if your pitching wedge can hit the ball 90 yards, but the pin is only 45 yards away, only use half of your backswing.

RECOVERING FROM HAZARDS

Even the legends find themselves in deep rough or a sand trap every now and then. Being able to recover from such lies is crucial to saving par. Make sure you check the current lie before shooting (see *Game Screen* p. 7). If your ball is buried more than half way, you'll want to use much more club than you normally would.

CHIPPING CONTROL

When you're just off the green, a chip shot may be your best option. Adjust the targeting marker based on the distance to the cup and the undulation of the green, and then chip away.

STEP 5: PUTT

SET UP THE PUTT



SINK THE PUTT

Maximum putting power is determined by the location of the targeting marker. The key to good putting is to pull back and to follow-through cleanly to strike the ball well.



NEW TIGER VISION

Now, you can line up puts the way Tiger Woods does. You are only allowed to use Tiger Vision a certain number of times in a round because it gives you such a great chance at making the putt. Just line up your targeting marker to the spot provided by Tiger Vision, and the putt is as good as sunk.

SHOT SELECTION

Sometimes the default shot type is not your best option in a given situation. For example, if you're under some trees, your best shot type would be a punch shot. The following are descriptions of the six shot types:

Full	Set up a full swing with the selected club.
Punch	Produce a low-trajectory shot to minimize the effects of wind, or to shoot from under tree cover.
Pitch	Places the ball on the green with minimal roll from up to 59 yards away.
Flop	With a higher trajectory and less roll, this wedge shot has a maximum distance of 50 yards. Use it to fly over obstacles or to stick the ball on the green.
Chip	A useful shot when you are too far away for the putter.
Putt	When on the green, you putt the ball along the ground to the cup.

SETTING UP THE GAME

Compete against the best players in the world on 11 authentic courses from the PGA TOUR, as well as three original design courses. Challenge other golfers in more than 20 different golf formats.

PLAY NOW

When playing for the first time, the Play Now feature provides a tutorial on everything you need to know to play with the pros. To play other game modes, you must pass the first test. Once you've completed the tutorials, Play Now launches the next event in your quest to becoming a Legend.

NOTE: Once you've completed the tutorials with a Nintendo GameCube™ Memory Card inserted, you won't be prompted to play the tutorial again upon boot up, but you can find it under Traditional Games for later reference.

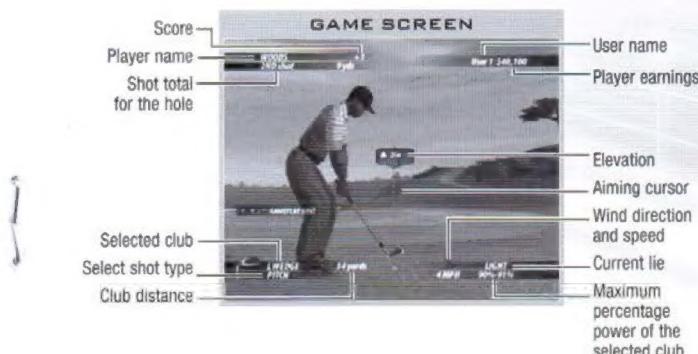
NOTE: Press the **L** Button to bypass the Tutorial and go straight into Legend Pursuit or other Game Modes.

NEW TOUR DIFFICULTY

Early in your career, you'll unlock the new TOUR Difficulty mode, which allows you to play at a much higher level of difficulty. From challenging you to read the course without help, to requiring you to stay consistent with your swing, TOUR Difficulty mode reconsider aggressive shot taking. Your reward for playing with TOUR Difficulty mode is increased earnings for every match you win and the prestige and satisfaction of playing at the highest level of competition.

PLAYING THE GAME

The only way to shoot scores like the pros is to review and understand everything on the screen before each shot. One lapse in concentration can cost you a match.



MY LEGENDS PURSUIT

The fastest way to solidify your status as a golfing legend is to take on the legends themselves like Jack Nicklaus, Arnold Palmer, Ben Hogan, Seve Ballesteros, and Gary Player.

LEGEND TOUR

You'll have to earn the right to play against the all-time greats by working your way through a series of challenges against real-life and fantasy golfers on regular, Tiger Proofed (see p. 9), and Compilation Courses.

◆ Winning matches in Legends Tour is a great way to earn some serious cash and Legend Coins (see p. 9).

LEGEND SCENARIOS

Each of the five legends in *Tiger Woods PGA TOUR 2005* is famous for certain attributes. Earn cash and medals by completing a series of scenarios tied to those attributes. For example, Seve Ballesteros is known for his recovery skills, so his scenarios test that aspect of your game.

PGA TOUR® SEASON

For the first time, up to four players can compete in the PGA TOUR Season mode, with one player owning the Season and the other three players playing as guests. You can play through ten full seasons, each complete with leaderboards and stat tracking.

- ❖ Guests can only earn cash and stats.
- ❖ If guests win a tournament, it does not apply to their own season.
- ❖ Guests cannot be added after the first round or after they've been removed, and they can't be changed once a tournament is in progress.

MY DREAM 18

Here's your chance to create the ultimate golf course. With the Legend Coins you earn in various game modes, purchase any unlocked courses, and then buy course customizations for them using Tiger Proofing (see p. 9).

DREAM 18 PRESTIGE LEVEL

Build your course hole by hole, steadily increasing the overall prestige of the course, which in turn attracts legends. Make it tough because the legends won't waste their time playing on an easy course.

- ❖ Keep track of your Dream 18 Prestige level on the Summary screen.

DESIGN SECRETS

Opponents you defeat offer tips about what they look for in a course. Apply these secrets to your Dream 18 to increase the course's prestige, and the legends will come calling in no time.

ALL-NEW TIGER PROOFING

For the first time, you can create courses that even Tiger Woods will fear. Cash in Legend Coins (see below) to modify any of the available courses in the game to create the uniquely challenging course you've always wanted. From lengthier Tees, narrowed fairways, sculpted greens, massive bunkers, deep rough, and much more, the possibilities are endless.

To Tiger Proof a course, simply choose the course you want to modify, then alter any of the course's features by using the sliders. You can watch the impact of your changes on-screen as you move the sliders. Here's a description of the some of the sliders. The others should be self explanatory.

WET/DRY

<i>Fairway and Green</i>	Wet indicates slow conditions (less roll); Dry speeds things up (more roll).
<i>Bunker</i>	A wet bunker produces better sand lies; a dry bunker is more receptive for "plugging" the ball deep in the sand, which results in difficult lies.

UPKEEP

<i>Fairway, Green, and Rough</i>	Changes the course from pristine to terrible. The lower the upkeep the better the chance of the ball taking an unfavorable or random bounce.
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FOLIAGE DENSITY

<i>Environment</i>	Modifies your chances of the ball colliding with branches or leaves. Your odds of getting hung up in the trees are greater as you increase the slider.
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Once you've modified the course to your liking, save it. It's then available for play from then on in all Traditional game modes. When you see the TW logo on the loading screen, you'll know that hole/course has been Tiger Proofed.

LEGEND COINS

This is the currency needed to purchase course modifications. You earn these tokens by successfully competing in certain game modes.

GAME MODES

From the traditional to the not-so traditional, each of these game modes give you a chance to keep the game fresh and mix it up on the links.

TRADITIONAL GAMES

Play by yourself or take on your friends in these eight traditional game modes. Each game is described in detail when highlighted on screen.

REAL TIME EVENTS

During the calendar year, you can participate in special events on select days such as player birthdays and holidays. Some events may also unlock various Pro Shop items.

NOTE: Real time events are based on the settings in your system's internal clock. Please see the documentation that came with your gaming system for more information.

BATTLE GOLF

This is a Match Play game where the winner of each hole is allowed to remove a club from his opponent's bag or add one back to his own. The golfer who wins the most holes is declared the winner.

SKILLZONE

Each of the five SkillZone games has three challenging environments where you can earn cash while showing your pinpoint skills off the tee.

EA SPORTS™ GAME FACE II

The most complete player design system ever seen in a video game just got even better. From tattoos and piercings to the scar on your cheek, create anyone from age eight to eighty with this mind-blowing tool that lets you customize every detail of your character, while adorning him or her with the top clothing and gear available. Use cash to add more gear, clubs, and abilities to your personalized golfer.

Use these sections to customize your golfer exactly the way you want:

Attributes

Purchasing attributes is the only way to hang with the Pros. Each attribute is described on screen when highlighted.

Face/Body

Change your golfer's appearance.

Animations

Customize your swing using the new Create-A-Swing feature (see below) and purchase animations that are played based on your golfer's performance on the course.

Equipment

Buying better equipment improves your attributes. For example, a good driver can increase your power rating. Check the Featured Items section on a regular basis for special deals.

Apparel

Get a new look for yourself by buying shirts, pants, headwear, shoes, and other apparel. Certain apparel can help your luck.

Accessories

Keep the sun out of your eyes or purchase just the right set of gloves.

In the Bag

Select the clubs you'll carry. You must have at least one driver, a sand wedge, a putter, and a 5-iron.

Logos/Tattoos

Select and design tattoos that you can put on your golfer or logos for his clothing.

Pro Shop Search

Fill in the search parameters to find what you're looking for in the Pro Shop.

NEW CREATE-A-SWING

From the funkiest swing imaginable to a picture-perfect masterpiece, create your own unique swing with all the intricacies you can think of.

❖ Access Create-A-Swing from the Animations section of Game Face II.

SAVING AND LOADING

Don't let all your hard work go to waste. After creating a user profile or completing a round, be sure to save your progress.

In My Legends Pursuit, you can save the game at the end of each round or scenario. All other game modes save only the money you earned.

NOTE: Never insert or remove a Memory Card when loading or saving files.

NOTE: If your Memory Card contains a saved file from certain other Electronic Arts™ titles you can get a jump-start on your *Tiger Woods PGA TOUR 2005* career.

LIMITED 90-DAY WARRANTY

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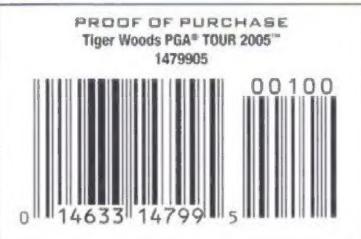
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